NES-MR-USA

MACH RIDER™

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System Mach Rider™ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

It's the year 2112. The earth has been invaded by the forces of evil. Battle with the invading forces as you race from sector to sector searching for survivors. You are the earth's only hope. You are Mach Rider!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, the Nintendo Entertainment System design and specifications are subject to change without prior notice.

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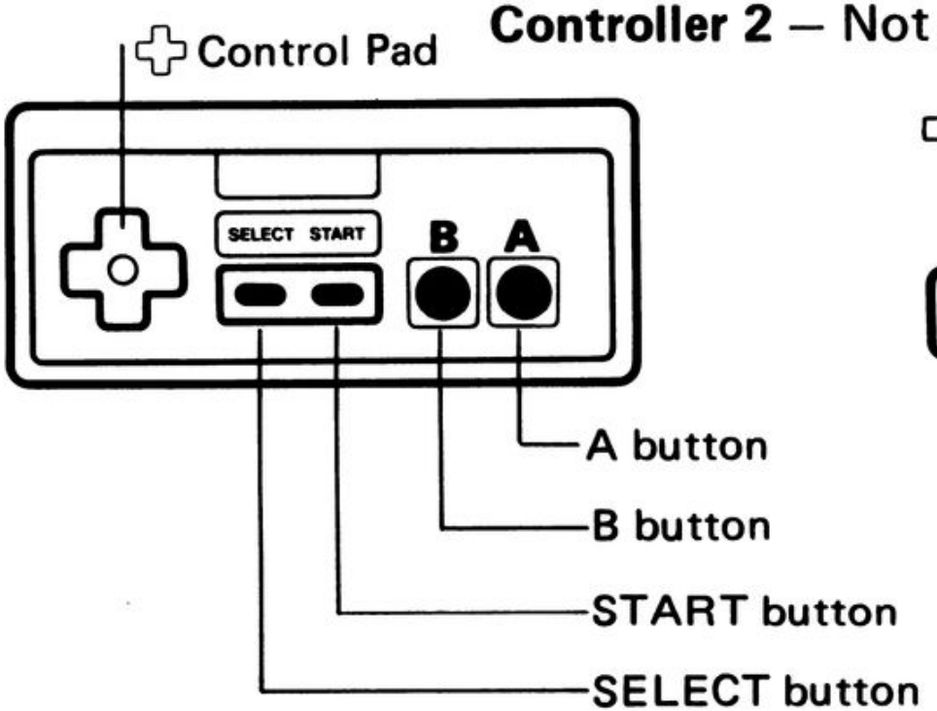
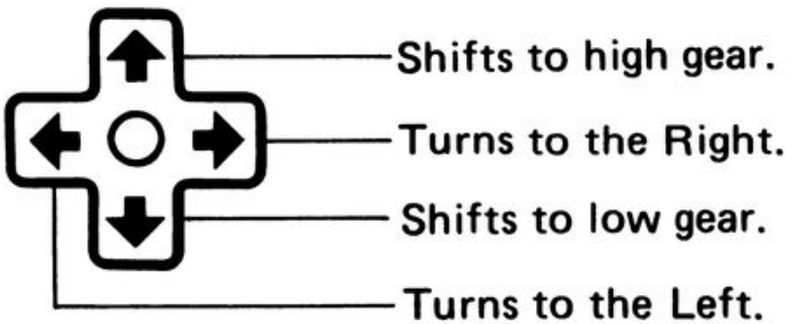
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1

Controller 1 – Used for all games
Controller 2 – Not used



Control Pad



A button

This is the accelerator button.
Press it, and the bike accelerates.
Let go, and the engine slows the bike.

B button

This is the machine gun firing button.

SELECT button

Press this button during the demonstration sequence to recall the game menu.
Press this button again to move the helmet to the game you wish to select:

FIGHTING COURSE
ENDURANCE COURSE
SOLO COURSE
DESIGN (See "DESIGN MODE" page)

The Select button will not work once the game has begun.

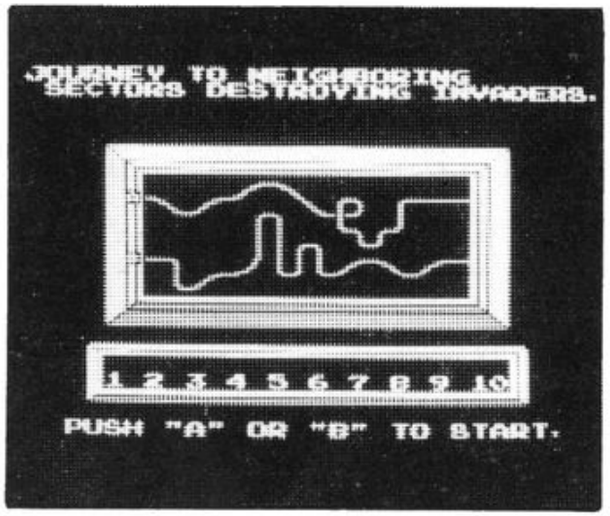
START button

Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

* The Top scores will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
* Use Controller 1 only.

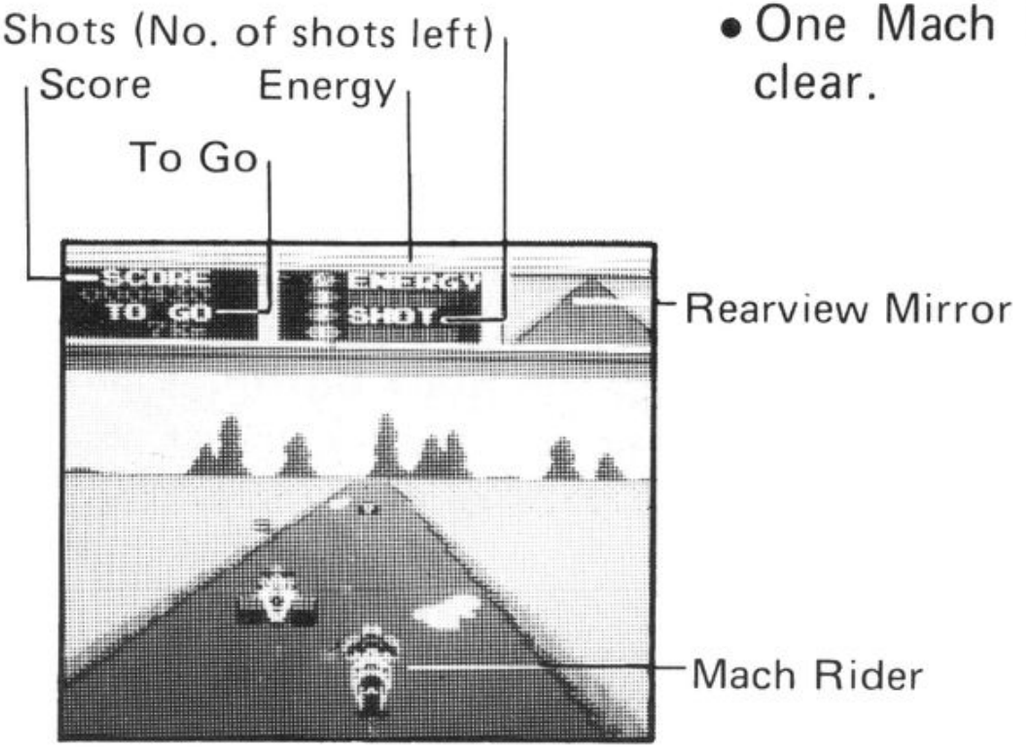


A·B Select Screen

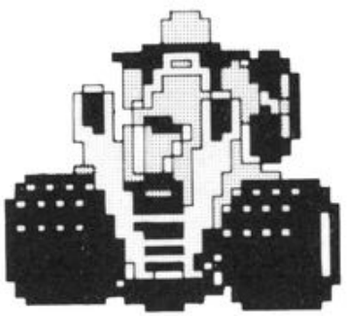
3. HOW TO PLAY

FIGHTING COURSE

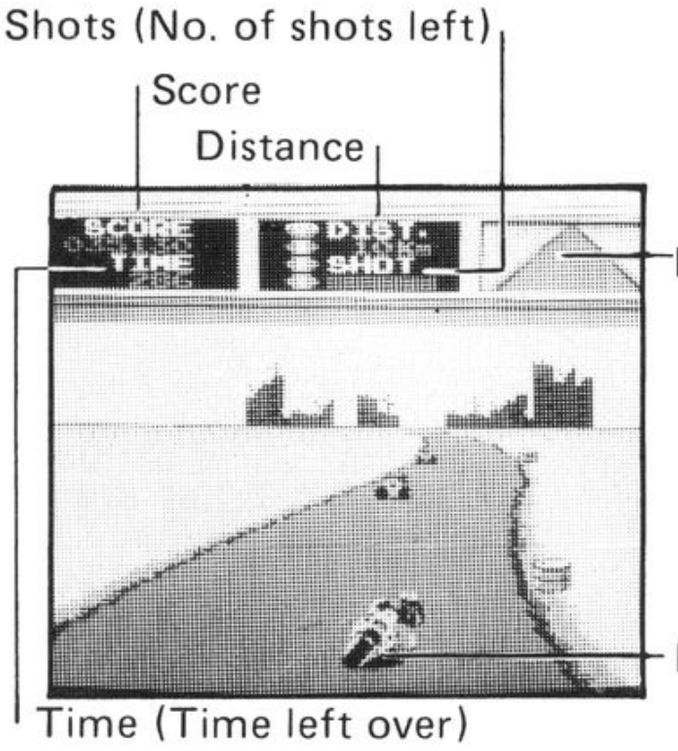
- When the course is selected by pressing button A or B, the game will start.
- On the first course, race through the course as fast as you can while your energy lasts.
- If you run slow or crash, you lose more energy.
- The number of Mach Riders you get on the 2nd course depends on how much energy you have left.
- One Mach Rider is added for every 3 courses you clear.



MACH RIDER



ENEMY



ENDURANCE COURSE

Try to race through the course provided within the specified time.

SOLO COURSE

This is the same as the ENDURANCE COURSE but the enemies will not appear.

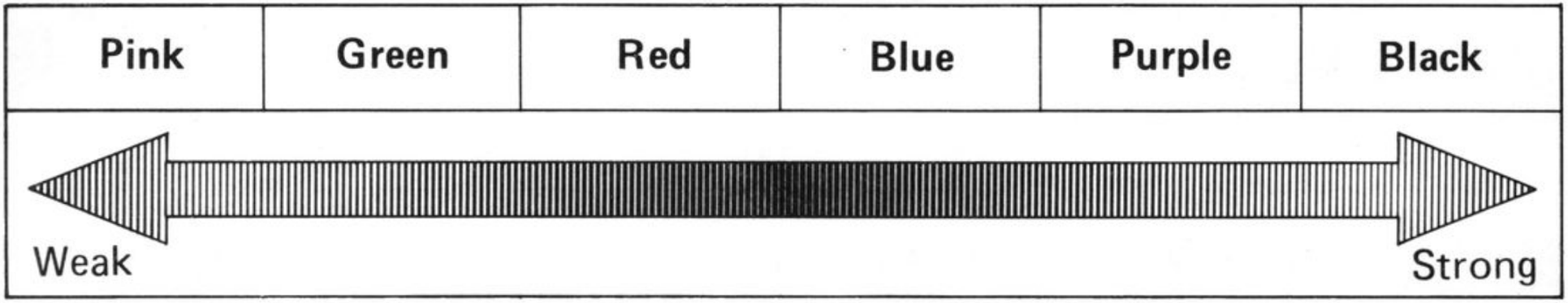
TECHNIQUE

- There are obstacles on the track as shown below.

Will cause Mach Rider to slip	Water	Oil	Tacks
Will destroy Mach Rider	Rock	Oil Drum	Bomber Ball

*Oil Drum and Bomber Ball can be destroyed with the machine gun.

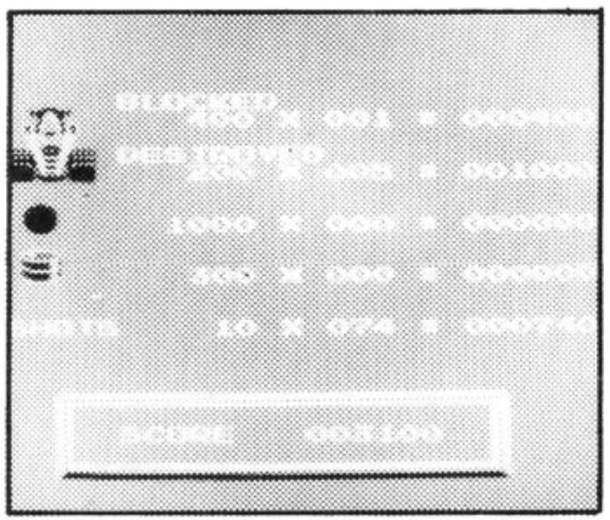
There are 6 different types of enemies, ranging from a pink enemy that can be eliminated with one shot to a black enemy requiring 6 shots to destroy.



- If you skid on water, oil or tacks, you can bring your bike back to an upright position by counter-steering. (Use the Control Pad to turn in the opposite direction.)
- When the course changes to ice(white), it becomes slippery, and counter-steering will not be effective.
- The machine gun can fire a total of 80 shots by pressing the B button. (At each press of the button, 2 shots are fired, so 40 discharges are possible.)
- When the enemy is destroyed by being "BLOCKED" into a Hazard, bullets will be replenished. (not to exceed 254 bullets.)
- If Mach Rider collides with the enemy at low speed, he will crash.

DRIVING TECHNIQUE

- There is no brake for Mach Rider, so skillfully downshift and use the engine to slow your speed.
- When accelerating, shift into high speed quickly by carefully matching the timing of the shifts from 1st through 4th gear (press the Control Pad once for each shift while pressing the A button continuously). This will enable you to quickly go to high speed.
- If the speed decreases to the point of stopping, you cannot accelerate quickly to high speed if you remain in 4th gear. Downshift to a lower gear and accelerate up again.
- If you drive onto the course shoulder, your speed will decrease.
- If you hit one of the oil drums along the shoulder of the course at high speed, you will crash.
- If you crash, the new Mach Rider will automatically start out in 1st gear.



POINTS

* Points will be counted after each course lap.

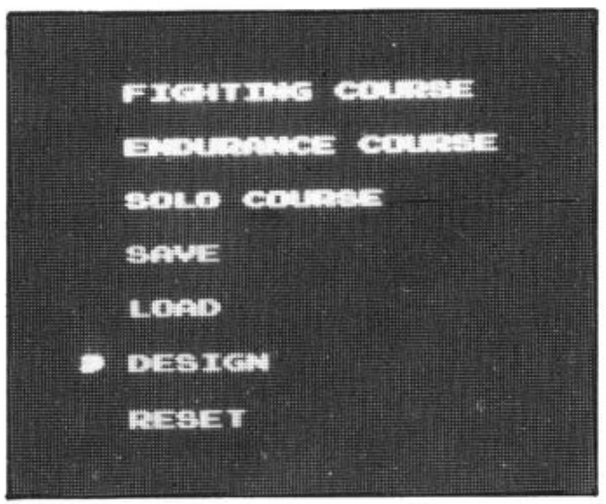
*ENEMY

	Pink	Green	Red	Blue	Purple	Black
BLOCKED	400	1,000	2,000	4,000	9,000	20,000
DESTROYED	200	500	1,000	2,000	3,000	5,000

***Bomber Ball** .....1,000 PTS. ***Oil Drum on the course** ..... 300 PTS.
***Shots** ..... 10 PTS.

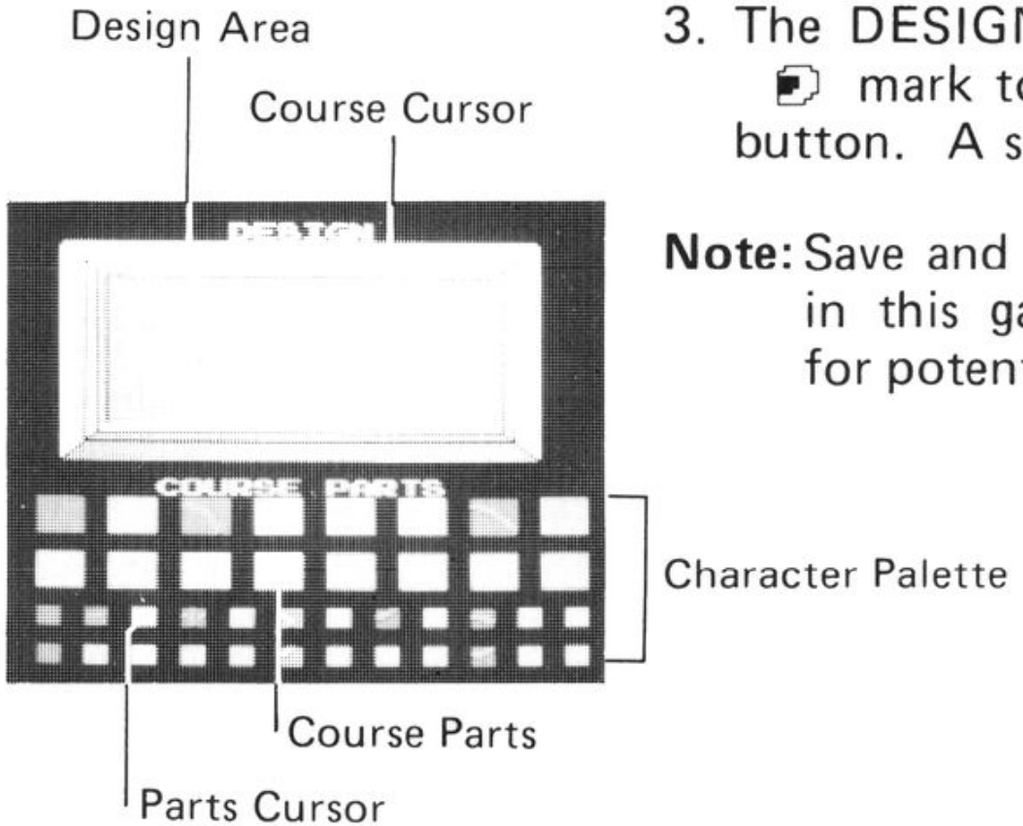
4. DESIGN MODE

Design your own original course in the DESIGN mode by setting up different twists, turns, and straightaways.



MACH RIDER
DESIGN MODE SCREEN

1. Press the reset switch to recall the game menu.
2. Using the SELECT button or the ✣ Control Pad, move the ▶ mark to DESIGN and press the START button.



3. The DESIGN mode menu will appear. Move the ◘ mark to DESIGN again and press the START button. A screen to design the course will appear.

Note: Save and load menu selections are not operable in this game; they have been programmed in for potential product developments.

■ HOW TO DESIGN AND PLAY YOUR OWN ORIGINAL COURSE

1. There are 37 different course parts you can select from.
2. By manipulating the course cursor □ with the ✣ Control Pad within the design area, you can move the parts to the desired position.
3. By pressing the B button and manipulating the ✣ Control Pad, the parts cursor □ in the character palette will move, enabling you to pick the course parts you would like to use.

4. When the A button is pressed, the course parts picked in (3) will be set into place in the desired position you have chosen in paragraph (2).
5. If you wish to remove a part that was placed in a position you do not like, move the cursor blank mark and push button A and the former part will disappear.
6. Once the screen has been completed, return to the DESIGN mode screen by pressing the SELECT button. Select the desired course and press the START button to start the game.
7. If you wish to clear (erase) the entire course design, press the A, B, and START buttons all at the same time.
8. When you have finished designing your own course, press the reset button.
9. To return to the game menu screen while in the design mode menu screen, do so by lining up the ◩ mark with the RESET and pressing the START button.

NOTE

1. The course should always start from the left side frame of the design area and end at the right side frame. Otherwise, the game cannot be started. Ending the course at the top or bottom of the frame would be an incomplete course.
2. Even if the course may seem to have been completed on the design area, there may be times it will not transfer to the DESIGN mode menu with the SELECT button. In this case, the cursor □ in the design area will move to the part that needs correction. Change or modify this portion.
3. Course parts that cannot be set are blanked out with ■ mark.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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